

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

(a) enable a player to place a wager on a play of a base game by enabling the player to select a variable first component of said wager and a variable different second component of said wager, said wager having a total wager value;

(b) display an outcome for the play of the base game;

(c) if the player selects at least a threshold amount for the first component of the wager for the play of the base game and the displayed outcome for the play of the base game includes a designated outcome, trigger a bonus game associated with a meter displayed in the bonus game, said meter being changeable ~~after each time~~ the bonus game is triggered, wherein:

(i) ~~upon triggering each time~~ the bonus game is triggered, said meter is at ~~an initially a~~ displayed predetermined level, and

(ii) each time a change of said meter occurs during the bonus game, said change is of an amount which is determined based on the selected different second component of the wager for the play of the base game and regardless of the total wager value of the wager placed and any outcome which occurs in the play of the base game; and

(d) when said meter reaches a designated level, provide an award generation event associated with the meter to the player.

Claim 2 (currently amended): The gaming device of Claim 1, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to, ~~after each time~~ the bonus game is triggered, cause the meter to change linearly proportionally based on the amount of the second component of the wager.

Claim 3 (original): The gaming device of Claim 1, wherein the base game is selected from the group consisting of: slot, poker, keno and blackjack.

Claim 4 (previously presented): The gaming device of Claim 1, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to cause the meter to remain unchanged upon a cashout by the player.

Claim 5 (original): The gaming device of Claim 1, wherein the base game is a slot game and wherein the first component is a number of paylines wagered and the second component is a wager per payline.

Claim 6 (original): The gaming device of Claim 1, wherein the base game is a slot game and wherein the second component is a number of paylines wagered and the first component is a wager per payline.

Claim 7 (original): The gaming device of Claim 1, wherein the first component is a number of games/hands played upon making the wager and the second component is a wager placed per game/hand played.

Claim 8 (original): The gaming device of Claim 1, wherein the second component is a number of games/hands played upon making the wager and the first component is a wager placed per game/hand played.

Claim 9 (original): The gaming device of Claim 1, wherein the threshold amount for the first component is the maximum amount for the first component.

Claim 10 (currently amended): The gaming device of Claim 1, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to, ~~after each time~~ the bonus game is triggered, cause the meter to change based on the amount selected for the second component of the wager.

Claim 11 (original): The gaming device of Claim 1, wherein the award generation event includes a number of free reel spins, a number of free games, a free reel spin with one or more wild symbols, a credit transfer, a credit multiplication, a video display, a mechanical display or any combination thereof.

Claim 12 (original): The gaming device of Claim 1, which is controlled through a data network or computer storage device.

Claim 13 (original): The gaming device of Claim 12, wherein the data network includes an internet.

Claim 14 (previously presented): The gaming device of Claim 1, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to determine whether the designated outcome will occur in the play of the base game prior to said play of the base game.

Claim 15 (previously presented): The gaming device of Claim 1, wherein, if the player does not select at least the threshold amount for the first component of the wager for the play of the base game and achieves the designated outcome in the play of the base game, the plurality of instructions, when executed by the at least one processor, cause the at least one processor to trigger a second bonus game.

Claim 16 (currently amended): A gaming device comprising:
at least one display device;
at least one input device;
at least one processor; and
at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

(a) enable a player to place a wager on a play of a slot game by enabling the player to select a number of paylines played and a wager amount per payline played, wherein the wager placed in the slot game has a total wager value;

(b) display an outcome for the play of the slot game;

(c) if the player selects at least a threshold amount for the number of paylines played and the outcome for the play of the slot game includes a designated outcome, trigger a bonus game, said bonus game associated with a meter displayed in the bonus game which is changeable ~~after each time~~ the bonus game is triggered, wherein:

(i) ~~upon triggering each time~~ the bonus game is triggered, the meter is at an ~~initially~~ displayed predetermined level, and

(ii) each time a change of the meter occurs during the bonus game, the change is of an amount which is determined based on the amount selected for the wager per payline for the play of the base game and regardless of the total wager value of the wager placed for the play of the slot game and any outcome which occurs in the play of the slot game; and

(d) when the meter reaches a designated level, provide an award generation event associated with the meter to the player.

Claim 17 (currently amended): The gaming device of Claim 16, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to, ~~after each time~~ the bonus game is triggered, cause the meter to change linearly proportionally based on the amount selected for the wager per payline.

Claim 18 (previously presented): The gaming device of Claim 15, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to cause the meter to remain unchanged upon a cashout by the player.

Claim 19 (currently amended): The gaming device of Claim 16, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to, after ~~each time~~ the bonus game is triggered, cause the meter to change based on the amount selected for the wager per payline.

Claim 20 (previously presented): The gaming device of Claim 16, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to trigger a second bonus game if the player does not select at least the threshold amount for the number of paylines played in the play of the slot game and achieves the designated outcome in the play of the slot game.

Claim 21 (currently amended): A gaming device comprising:

at least one display device;

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device to:

(a) enable a player to place a wager on a play of a slot game by enabling the player to select a number of paylines played and a wager amount per payline played;

(b) display an outcome for the play of the slot game;

(c) if the player selects at least a threshold amount for the wager per payline played and the outcome for the play of the slot game includes a designated outcome, trigger a bonus game, said bonus game associated with a meter displayed in the bonus game which is changeable ~~after each time~~ the bonus game is triggered, wherein:

(i) ~~upon triggering each time~~ the bonus game is triggered, said meter is at ~~an initially a~~ displayed predetermined level, and

(ii) each time a change of said meter occurs during the bonus game, said change is of an amount which is determined based on the selected number of paylines played and regardless of the total wager value of the wager placed for the play of the slot game and any outcome which occurs in the play of the slot game; and

(d) when said meter reaches a designated level, provide an award generation event associated with the meter to the player.

Claim 22 (currently amended): The gaming device of Claim 21, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to, ~~after each time~~ the bonus game is triggered, cause the meter to change linearly proportionally based on the number of paylines played.

Claim 23 (previously presented): The gaming device of Claim 21, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to cause the meter to remain unchanged upon a cashout by the player.

Claim 24 (currently amended): The gaming device of Claim 21, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to, ~~after~~ each time the bonus game is triggered, cause the meter to change based on the number of paylines played.

Claim 25 (previously presented): The gaming device of Claim 21, wherein the plurality of instructions, when executed by the at least one processor, cause the at least one processor to trigger a second bonus game if the player does not select at least the threshold amount for the wager per payline played in the play of the slot game and achieves the designated outcome in the play of the slot game.

Claim 26 to 35 (canceled).